

X Tech is set in a time crossed with today, and, all the technology we are working on, with an accelerated technology spectrum and aliens and off world colonies and bases. Deep space one was our first interstellar fusion powered space ship, and it was built out of nitrogen four as the non carbon based hull, to allow for high speed travel – it is carbon that combusts at high speeds. So, while we still hve goat herders and famine in this world, we also have huge technology, and, reawakend curses, like vampires and then we have health and biomedical upgradesw ith nano bots. Then there is magic and futuristic weapons, based on reality, and, of course statistics to measure the strengths of each and every person, maybe not in every way, but in enough ways for a diverse universe.

Society has gone mad for magic, as it is so easy to use but so hard to harness. Some dedicated personnel spend much time and earn much money learning secrets and crafting methods of magical use that defy logic at times, but they make perservere, gaining other worldly discipline to maseter all of the sciences. One thing that has become very popular is animal and symbol tattoos, as etching an image into you that the faeries recognize merges the characteristics of the two of you to become more similar, in fact just granting bonuses to people that get the tattoos, light a candle and let the energy from the candle, a quasi elemental, as it has earth, air, fire and water in the form of plasma coming from it. This is typical but usually only done at the age of thirteen or sixteen in various societies, at initiation and voting ages usually. The basics of these tattoos work on the image of the creatures, and yes there are dragons out in space in this game, or symbols for bestowing greatness and sometimes limits on people that get them. Butterfly tattoo recipients, for example, once active, are nearly harmless in the face of violence, while tigers are so proud they are driven towards it at the slightest challenge. Here are a few tattoo stats, and, the game master is free to edit them for the campaign of theirs;

<u>Tattoo table</u>	
<u>Type of tattoo</u>	<u>Effects</u>
Dragon	[+3 phy] [+4 will] [+4 inte] [+3 charm] [+5 intu] game master decides [demerits * 3] proud, snobbish, overconfident
Tiger	[+1 phy] [+2 ref] [+2 will] [-1 cha] overconfident, proud
Snake	[+2 ref] [+2 inte] clown merit for free
Butterfly	[+4 harm] [+4 charm] [+4 points per level for talents] harmless, dependant
Toad	Poison and magic resistance * [3]
Wolf	[+2] to all tests when with two or more other wolves, ‘moral animals’
Peacock	[+6 composure] [+1 charm] [+3 seduce] snobbish demerit
Manta	[+4 harm] never loses control, immune to mental charms and ailments
Eagle	[+2 sys] [+2 intu] [+2 wis] bully demerit, ‘moral animals’
Fox	[+1 ref] [+1 sys] [two point bonus to buy all talents] coward
Lion	[+1 phy] [+1 ref] [+1 sys] three point bonus to bravery related checks, always ‘moral animals.’
Leopard	[+ 2 ref] [+2 inte] [+3 will] [+3 intu] [+2 harm] hunted by ‘game master’s moral animals’ and others, cruelty, often disguise tattoo to blend in, secret
Shark	[+2 intu] [+2 health] * character level, [-1 charm]
Dolphin	[+2 charm] bravery merit, morally bound

Condor	[+5 health] * character level, bully
Rat	[+3 inte] coward
Hornet	[+5 bravery] checks, irate, popular
Sheep	Gains necromantic and conjuration spheres for free [1 / 1] with banishment and healing spells for free, [3 / 2]
Chicken	[+2 ref] [+ 2 dodge skill] [+3 pistol skill], moral animals
Dog	[+ 2 syst] [+3 inte] moral animal
Cat	[+3 syst] [+2 ref] [+1 inte] cockey, cute
Humming bird	[+6 harm] Little people; cannot fire weapons, cannot cast damage spells
Pirannah	[Pack hunter], like wolf, for each bonus pirannah, extra point of tests, hunted, cruel, cowards
Crocodile	[+2 phys] [+2] sphere of telepathy, [+3] psychomatabolic
Elephant	[+1 phys] [+1 wis] [+1 intu] [+1 harm] [-2 inte] moral animal, noisy, lawful
Panda	[+3 intu] [+3 harm] Little people
Praying Mantis	[+1 phys] [+1 sys] [+2 inte] moral animals, opposite sex problems
Spider	[+1 sys] [+2 will] [+1 inte] [+ 1 harm] cowards, bullies
Bull	[+2 phy] [+1 charm] moral animals, lawful
Squirrel	[+2 ref] [+2 int] hoarders, greedy, over confident with other sex

So, that is the full list of suggested animals, and, more or less who is part of the barnyard of society, the domesticated animals that herd together for protection and security, and, those that do not. Obviously besides the bonuses and all that stat stuff, there could be a doable game played with simply tattoos and society. This would lend to the fact that some incur automatic merits and demerits that will be covered later, somewhere close to the feats too.

Back to civilization. All characters are considered human unless they are created alien in the beginning. That will also be covered later, the races and more ‘fluff stuff.’ The societies are lax with these stereotypes in some cities, and, obsessed in others, with ‘fifty shades of gray’ between them. It is not absolute that they will interact in given or obvious ways, as stipulated by the game master.

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The political spectrum is full of leaders and pretenders in the current day, and, this game is no different. If they were to suddenly adopt policies that are gentle, they will be abused by the immoral, if they were to clamp down on crime, they would hear complaints and have riots, again, fifty shades of gray between them.

This was covered in the opening introduction, of course, and now we need to look at the cost of things gear related.

There is a list of suggested gear types, but game masters may allow any gear onto any list that they choose, of course. There is a gear type name, a gear type effect, and a gear type cost. The load will be how much physique slots is used on that item, of course.

<u>Gear list</u>			
<u>Type of equipment</u>	<u>Effects</u>	<u>Cost</u>	<u>Load</u>
Pain killer spray	Removes pain from character	200	0.3
Morale tablets	Gives automatic successes on ‘morale’ checks	50	0.1
Resussitation tablets	Revives chaarcters instantly	50	0.1
Knock out tablets	Knocks someone out, hopefully presumed dead	50	0.1
Medi kit	Allows for stopping bleeding, full range of medical gear, can heal [3] damage in full hour	3,000	2
Lock pick	Allows for mechanical lock picking	1,000	1
Lock smith’s kit	Allows for mechanical lock picking [+8] bonus	5,000	1
Mag lock key	Automatic access mechanical and other locks	20,000	2
Pistol	Each pistol loads this much	*	1
Uzzi	Each uzzi loads this much	*	2
Rifle	Each rifle loads this much	*	4
Assualt rifle	Each assualt rifle loads this much	*	5
Cannon	Each cannon loads this much	*	7
Cosmetics kit	Allows for disguises	300	0.5
Knife	Deals [physique] damage, [4] action points	150	0.5
Glass cutters	Cuts away glass [24 action points]	5,000	0.4
Paint stipper knives	Cuts wires effortlessly, acts as knife too	400	0.3
Radio	Listen to the radio	600	1
Police radio	Listen to illegal police radio, needs connections	6,000	1
Telephone headset	Multi process in offices [+3] checks and tests	500	0.3
Military headset	Radio communication with other headset wearers	3,000	0.3
Military glasses	See in heat and sound	14,000	0.1
Computer	Typical computer	5,000	3
Arts computer	[+6] digital arts and digital music composing	12,000	3
Programming computer	Terminal for programming	9,000	2
Hacking software	Software for hacking [+6] test	50,000	3
Hacking harware	Hardware for hacking [+4] test	30,000	3
Tool kit	Craft things out of components [+5]	3,000	4
Welding kit	Repari things and make new things [+7]	9,000	1
Repairs kit	Repairs armor, weapons, and, other things [+6]	5,000	3
Television	Television, [+3] chance to see opportunities news	5,000	4
Display terminal	Market displays [+4] marketing, trading, etc.	20,000	3
Economy car	Obvious	10,000	20
Family car	Obvious	15,000	26

Hatch back	Obvious	40,000	24
Sedan	Obvious	50,000	30
Luxury car	Obvious	75,000	30
Sport's car	Obvious	200,000	20
Super car	Obvious	3,000,000	20
Jeep	Obvious	45,000	30
Cheap clothing	[-1 charm]	200	2
Regular clothing	Regular clothing	500	2
Yuppy clothing	[+1 charm]	4,000	1
Model clothing	[+3 charm]	20,000	1
Business suite	[+1 charm], gets you in places	10,000	2
Camouflage	Army camouflage, soldier wear, [+3 health]	5,000	3
Religious clothing	[+2 charm], gets you in places	20,000	2
Ceremonial garbs	[+3 charm], gets you anywhere	300,000	1
Cooking pot	Allows for cooking in the field		
Laser sight	[+1] aimed shot		
Sniper scope	[+3] full round aimed shot surprise		

And that is all the gear you will really need. With the “loads,” you actually take up a meter with the equipment in your buildings and storage places, taking up one square meter for each load point. Characters typically take up eight load point per character, lying down, and three load points standing up, but that it would cost their eight lying down plus their gear to carry them. and, that converts into buildings and load bearing structures too.

With buildings, covered earlier, there is a typical building structure to blue print ratio. If you like, you could use a regular building and convert it to the load system, where you could have in depth realistic adventures without knowing how many people can cram into a room or lift, of course.

Markets are similar to the ones we have today, and, playing them is done by percentage per hour gains. Typically, a trader or banker could earn up to their collected test per six hundred credits per hour, or, by one hundred credits per day, of course.

Modelling is about making money too! If you were to find a stint on a runway, you might make your ‘fame’ feat, plus other bonuses – yes, world of darkness backgrounds are also covered in the feats section! - and then your charisma and all other sorts of stuff too. You could make a pretty penny doing this, and, then you could afford to buy elections... maybe down at the school or something, i don’t know...

Making music or playing sports are also alternatives to adventuring ‘basically freeform’ and socially based to make for a different experience. Of course on the decks or in the production booth, maybe out on the soccer or rugby field, you might test your collected skills and talents in other ways – that is what they are there for, to diversify the game and give choices, of course.

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